

FIGURE 1

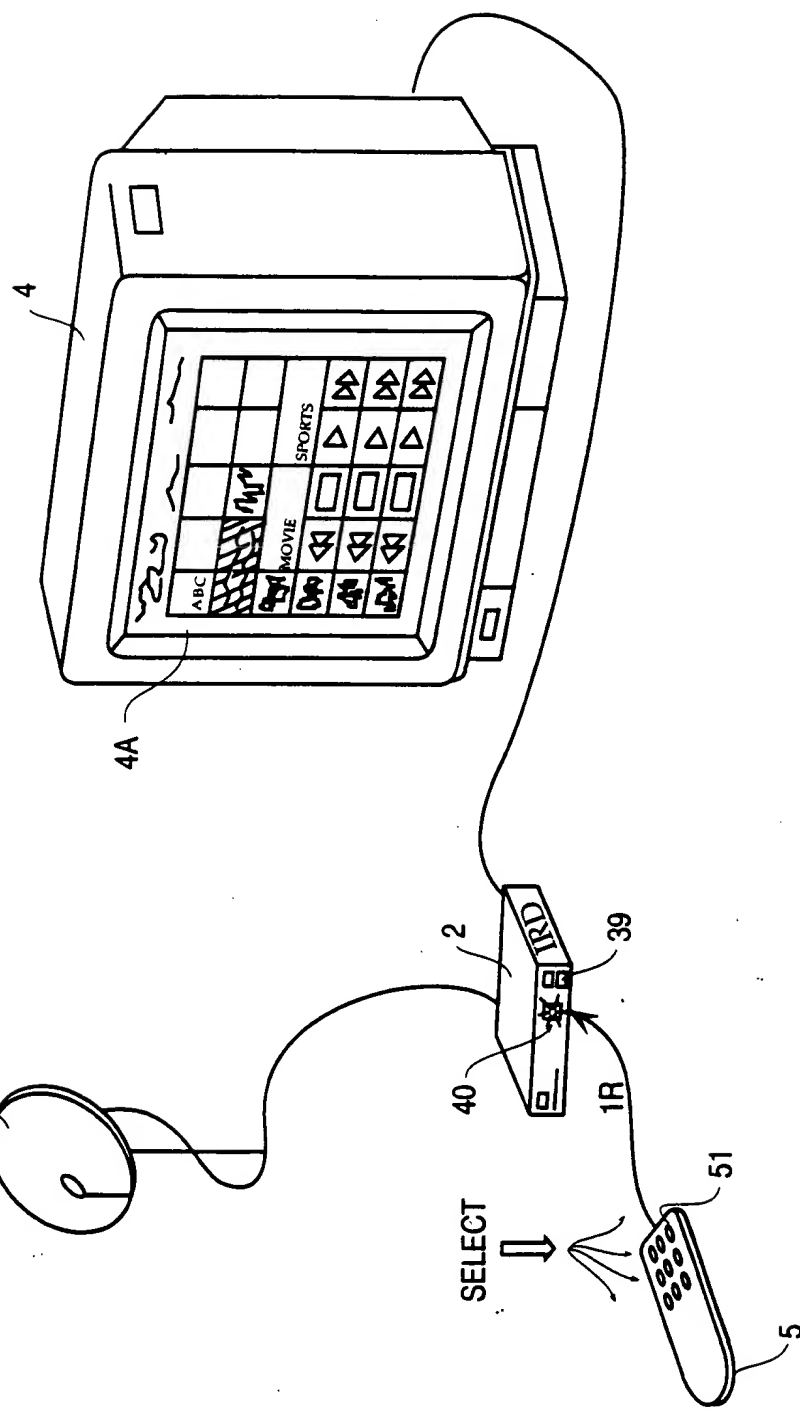


FIGURE 2

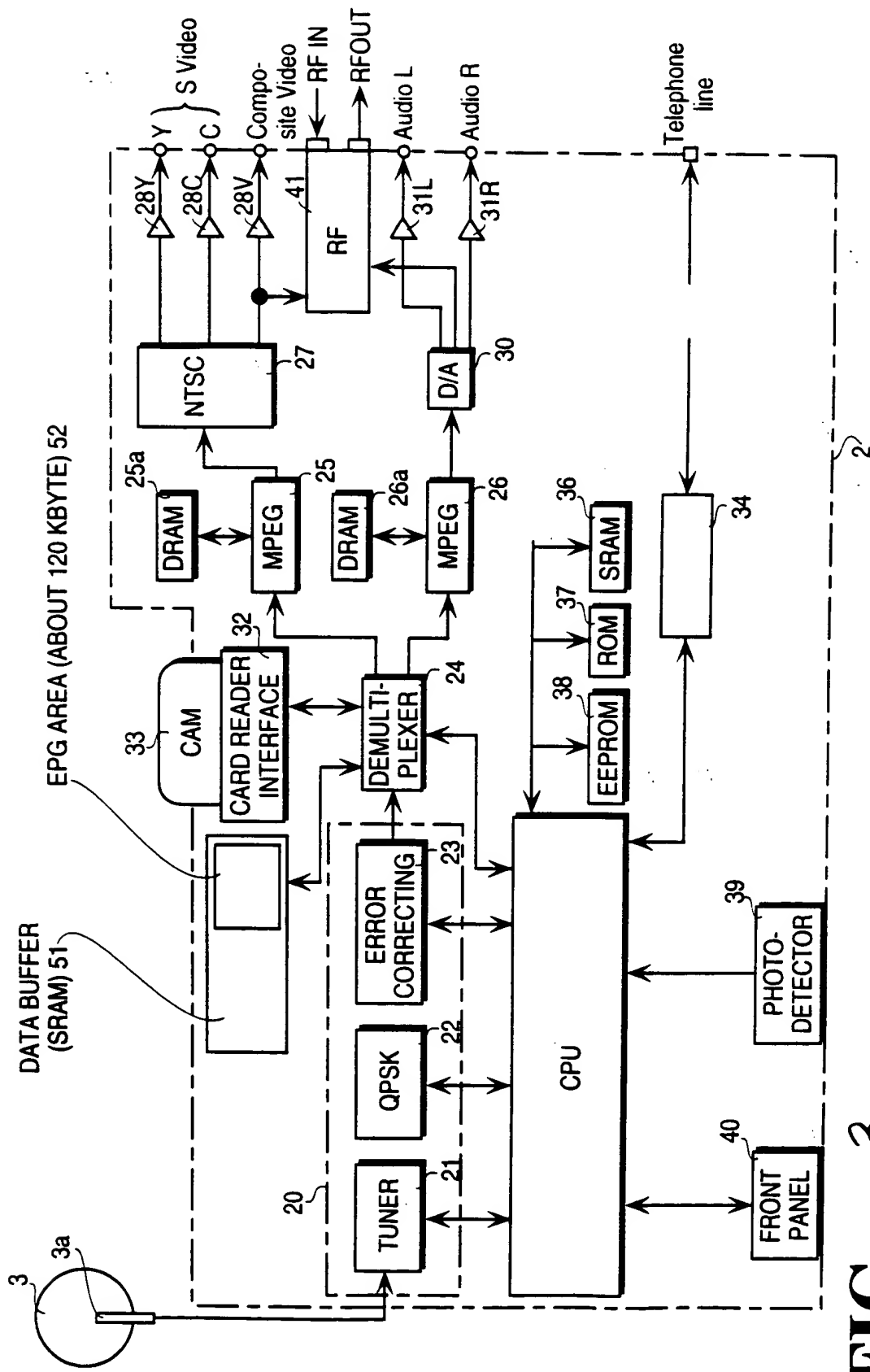


FIG. 3

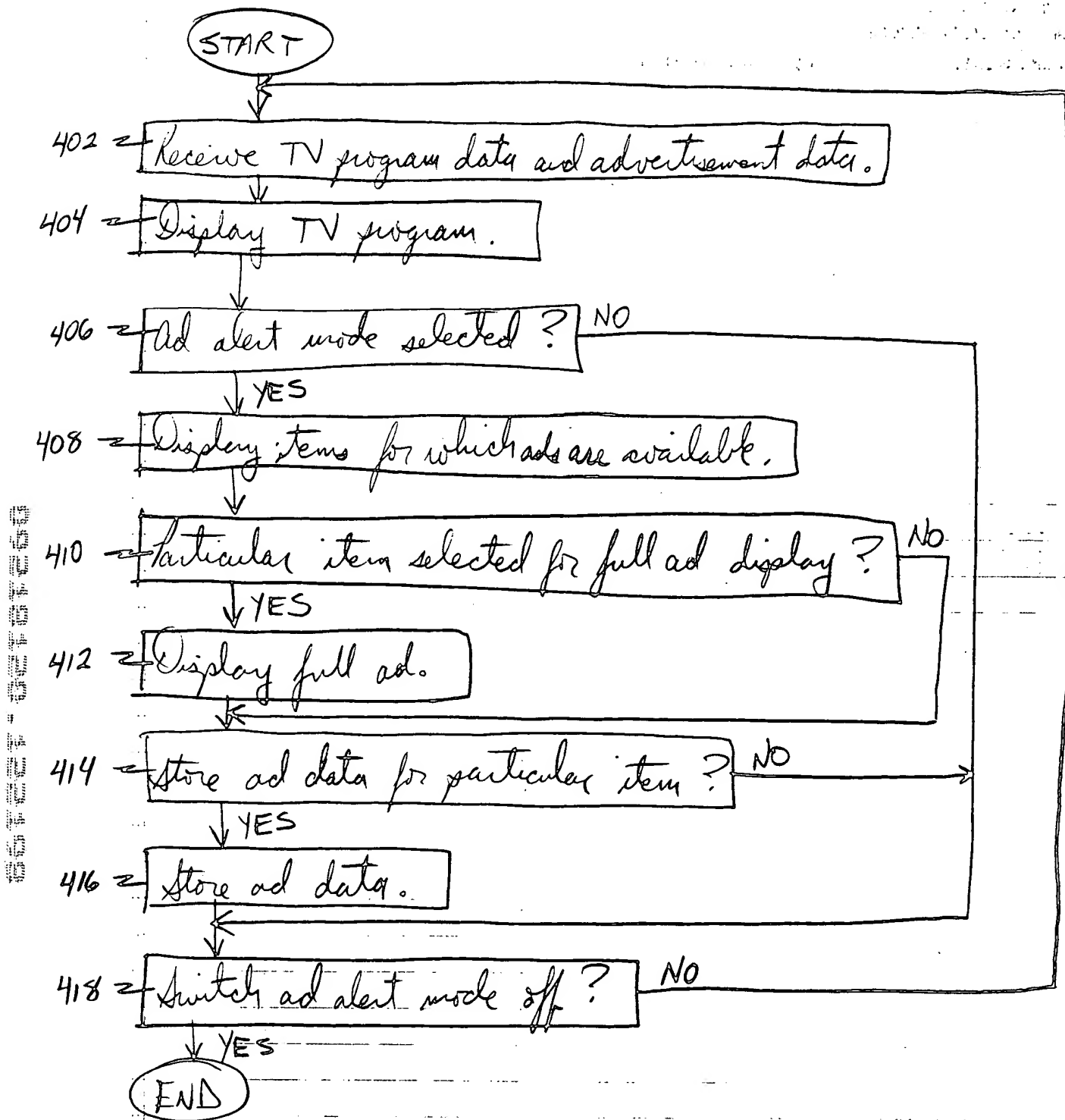


FIGURE 4

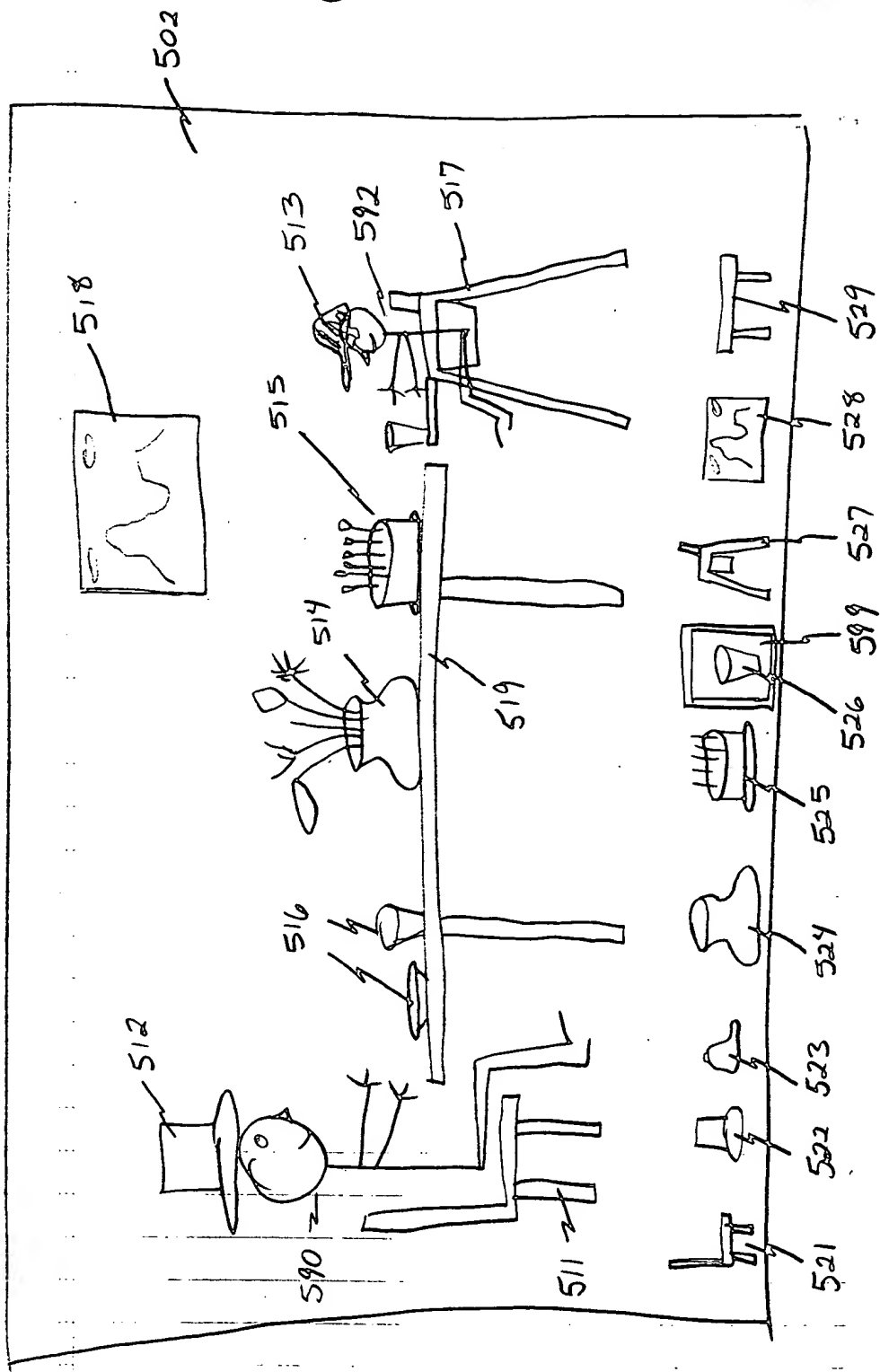


FIGURE 5

The diagram illustrates a graphical user interface (GUI) for a car store. It consists of several components and a flow of interaction:

- 602:** A simple line drawing of a car.
- 604:** A car icon with a label "CAR" (606) below it.
- 608:** A horizontal line representing a list or menu.
- 610:** A car icon with a label "CAR" and a list of items (represented by horizontal lines) to its right.
- 605:** A car icon with a label "CAR" and a list of items (represented by horizontal lines) to its right.
- 614:** A box labeled "VIEWER SELECTIONS" containing two buttons: "SELECT DISMISS" and "SELECT STORE".

The flow of the interface is as follows:

- The user starts with a car icon (602).
- The user selects the car icon, which leads to a car icon with a label "CAR" (606) and a list (608).
- The user selects the list (608), which leads to a car icon with a label "CAR" and a list of items (610).
- The user selects the list of items (610), which leads to the "VIEWER SELECTIONS" box (614).
- The "VIEWER SELECTIONS" box contains two buttons: "SELECT DISMISS" and "SELECT STORE".

FIGURE 6

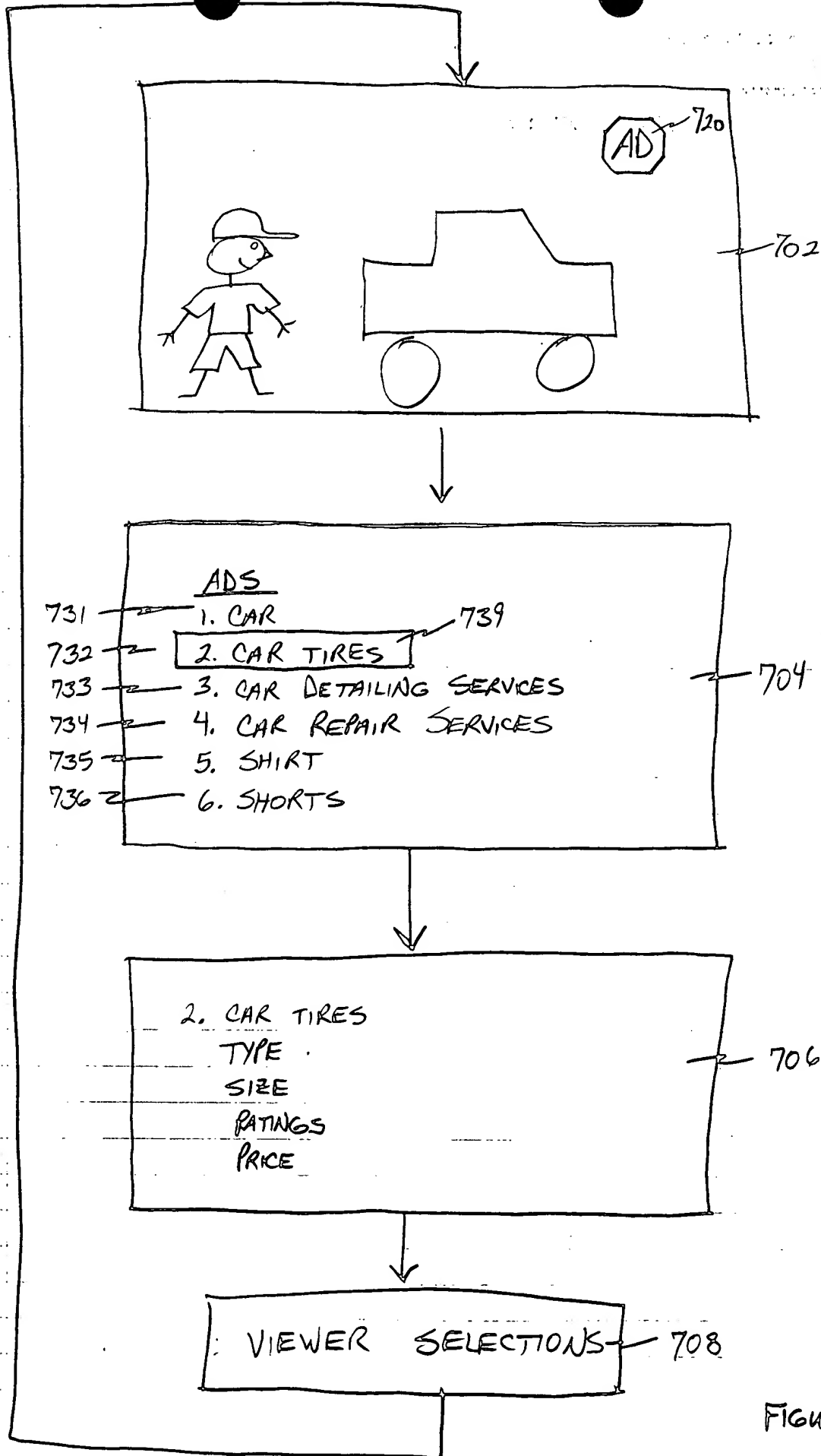


FIGURE 7

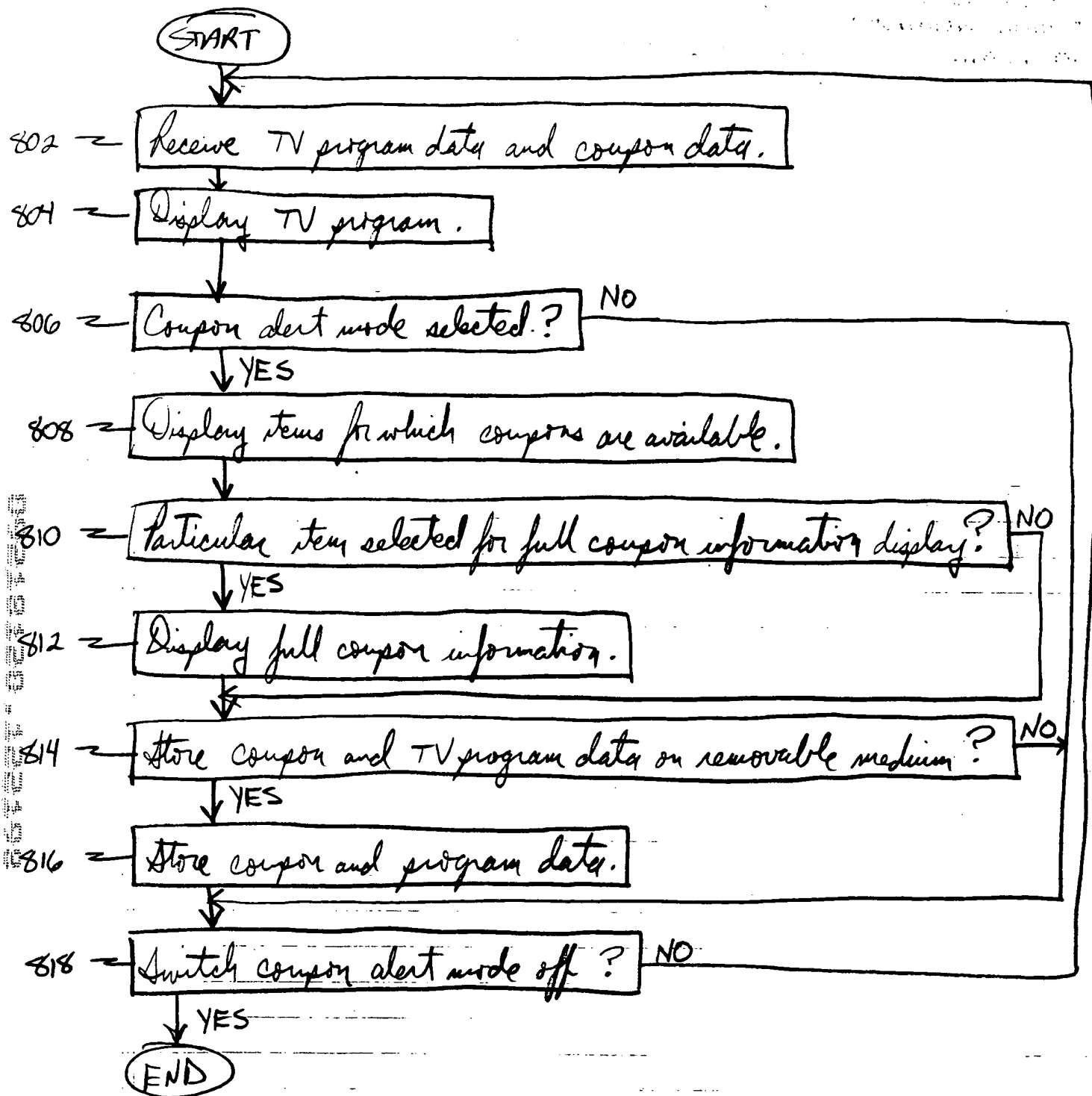


FIGURE 8

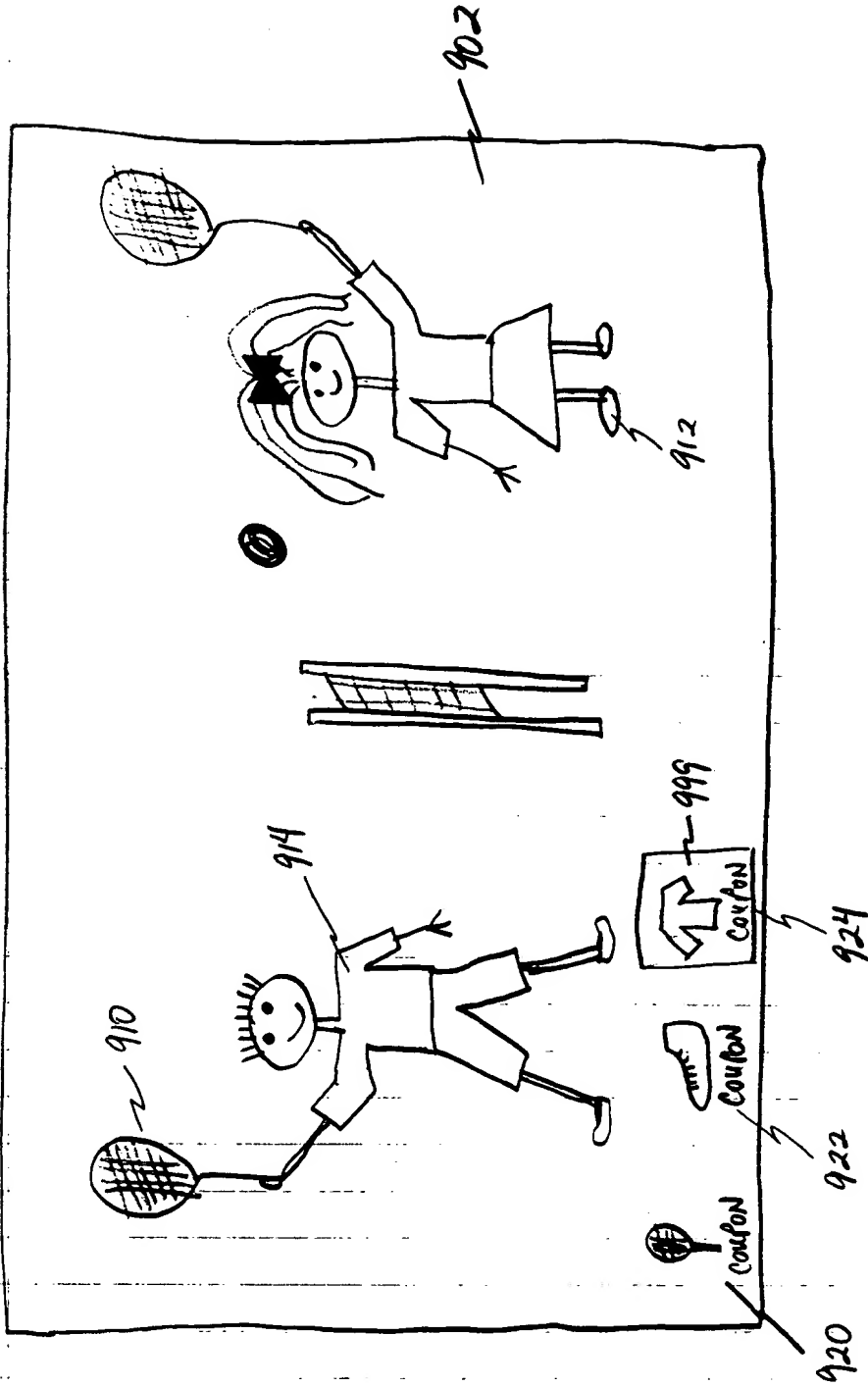


FIGURE 9

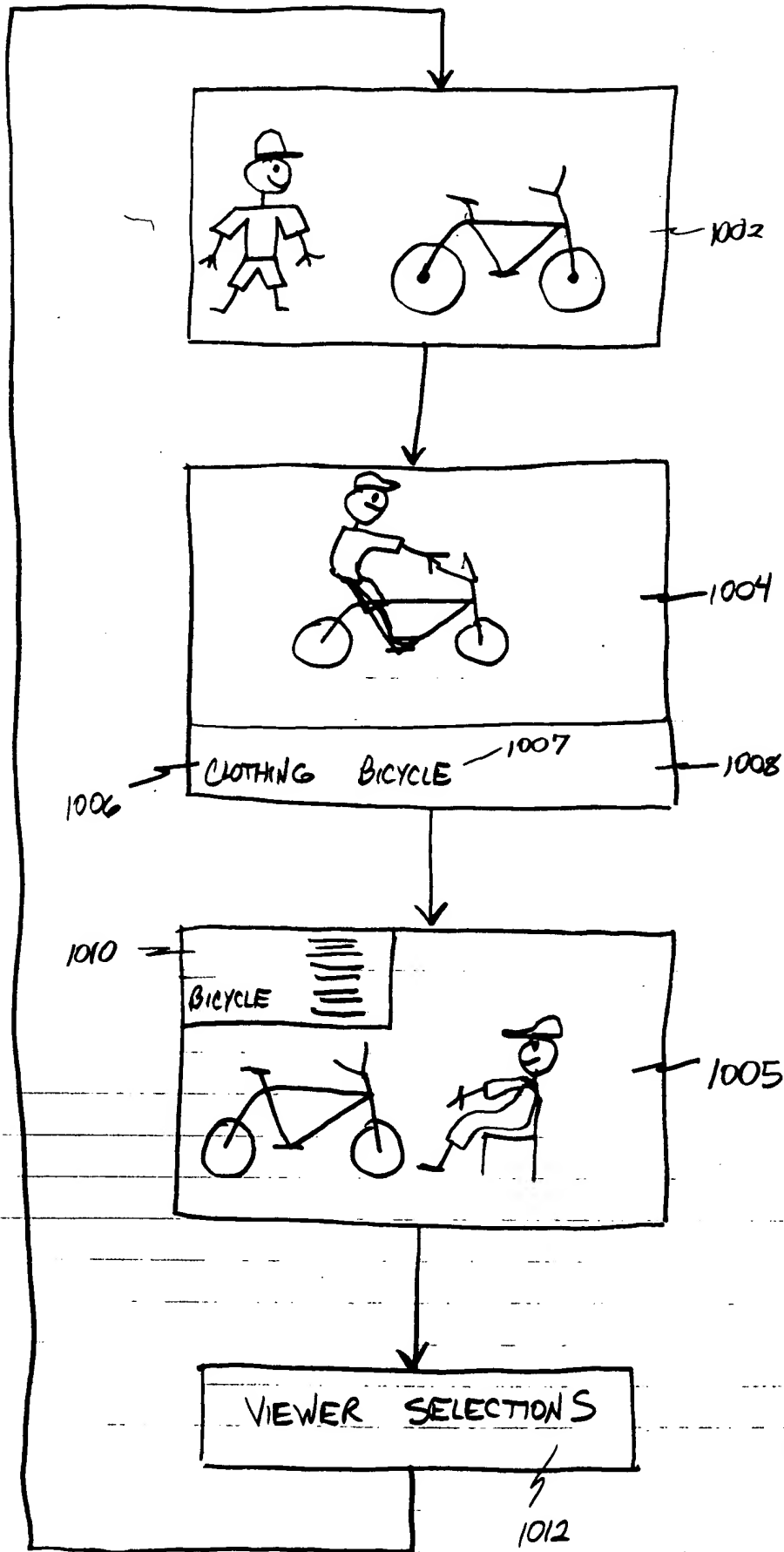


FIGURE 10

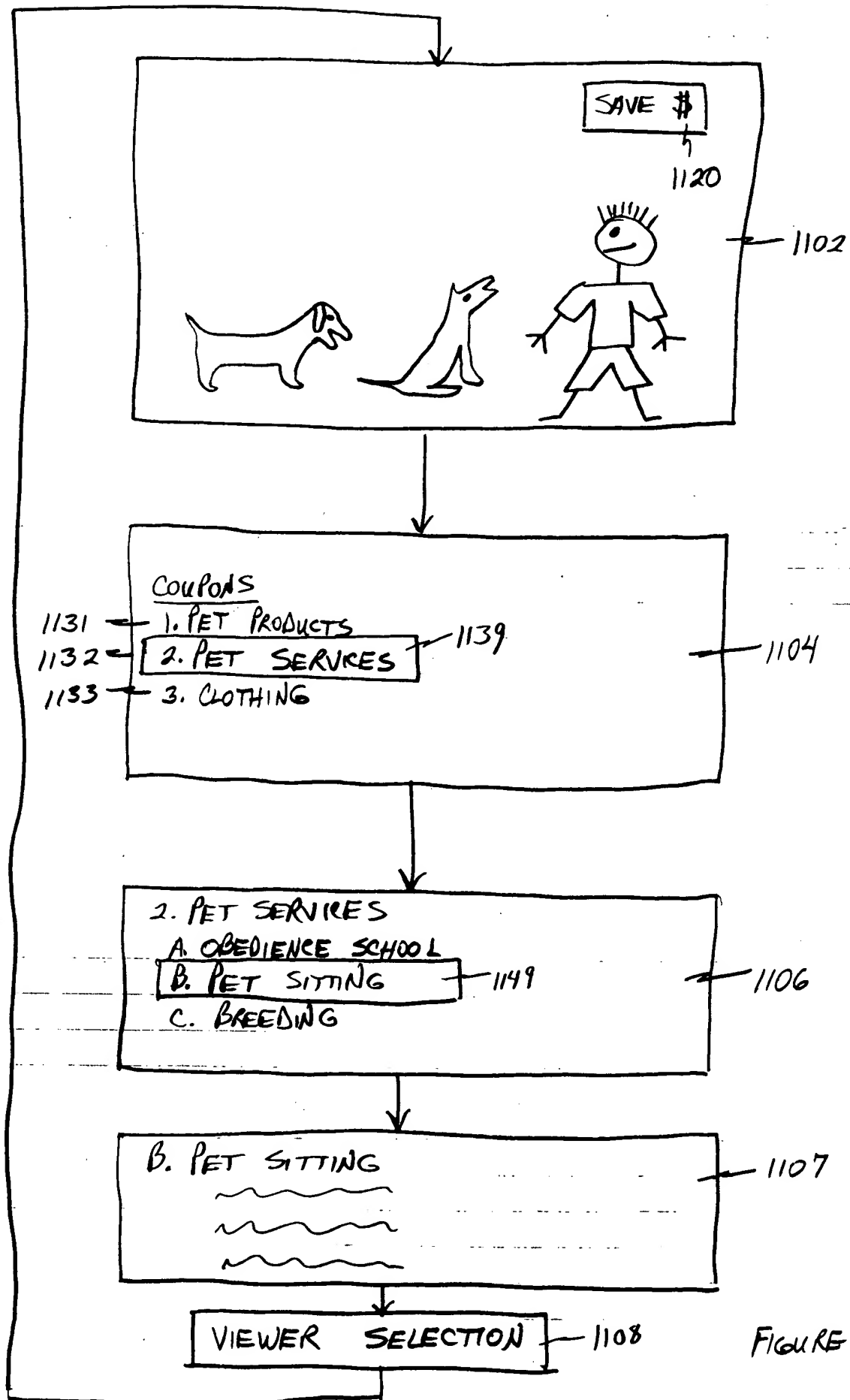


FIGURE 11